CLAIMS

I claim:

1. An electronic memory game, comprising:

a housing having an exterior surface;

a plurality of manually operable selection buttons;

a microcontroller for generating a plurality of perceptively differentiable output signals and assigning each output signal to one of said selection buttons;

an output device for projecting said output signals;

a gameplay display disposed on the exterior surface of said housing for displaying specific gameplay indicia; and

a gameplay control panel disposed on the exterior surface of said housing for controlling specific aspects of the gameplay;

whereby said plurality of perceptively differentiable output signals comprise a plurality of sets of output signals that are to be matched by matching sets of matching output signals, wherein said microcontroller is responsive to the operation of said selection buttons whereby operation of said

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selection buttons causes the microcontroller to generate a specific output signal.

2. The electronic memory game according to claim 1, wherein said output device comprises a display screen for displaying the output signals wherein said output signals comprise displayable images.

3. The electronic memory game according to claim 1, wherein said output device comprises a speaker for projecting the output signals when the output signals comprise auditory signals.

4. The electronic memory game according to claim 1, wherein said output device comprises a RCA jack for displaying images on an external television screen or personal computer.

5. The electronic memory game according to claim 1, further comprising at least one input device for inputting data into said microcontroller.

6. The electronic memory game according to claim 5, wherein said input device comprises a microphone for receiving auditory data.

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7. The electronic memory game according to claim 5, wherein said input device comprises a writing screen and writing implement.

8. The electronic memory game according to claim 5, wherein said input device comprises a digital camera for inputting images.

9. The electronic memory game according to claim 5, wherein said input device comprises a keyboard.

10. The electronic memory game according to claim 5, wherein said input device comprises a vibrating device.

11. The electronic memory game according to claim 1, wherein said selection buttons comprise a plurality of depressible buttons disposed along the exterior surface of said housing.

12. The electronic memory game according to claim 1, wherein said selection buttons comprise a plurality of touch buttons displayed on an interactive touch screen.

13. The electronic memory game according to claim 1, wherein said selection buttons comprise a plurality of panels disposed along a footpad.

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14. The electronic memory game according to claim 5, wherein said input device comprises a memory card reader for retrieving data from a data memory card.

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15. A method of playing a single player electronic memory game having a device with a plurality of manually operable selection buttons, comprising the steps of:

randomly assigning a specific output signal to each of the selection buttons;

prompting the user to select a button;

displaying the output signal associated with the specific button selected in the previous step;

prompting the user to select another button in an attempt to match the output signals associated with the selected buttons;

displaying the output signal associated with the specific button selected in the previous step;

notifying the user of whether or not a match has been made;

crediting the user for each successful match made;

resetting the selected buttons when a match is not made; and

tracking the amount of time lapsed while the game is played.

16. The method according to claim 15, further comprising the step of inputting data into the game device through an external input device, whereby the data is used as specific output signals.

17. The method according to claim 16, further comprising the step of manipulating the data inputted into the game device.

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18. A method of playing a multiplayer electronic memory game having a device with a plurality of manually operable selection buttons, comprising the steps of:

randomly assigning a specific output signal to each of the selection buttons;

prompting a first player to select a button;

displaying the output signal associated with the specific button selected in the previous step;

prompting the first player to select another button in an attempt to match the output signals associated with the selected buttons;

displaying the output signal associated with the specific button selected in the previous step;

notifying the first player of whether or not a match has been made;

prompting a second player to select a button;

displaying the output signal associated with the specific button selected in the previous step;

prompting the second player to select another button in an attempt to match the output signals associated with the selected buttons;

displaying the output signal associated with the specific button selected in the previous step;

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notifying the second player of whether or not a match has been made;

crediting each player for each correct match by that player; and

tracking the amount of time lapsed while the game is played.

19. The method according to claim 18, further comprising the step of inputting data into the game device through an external input device, whereby the data is used as specific output signals.

20. The method according to claim 19, further comprising the step of manipulating the data inputted into the game device.

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